

STUCK ON A MISSION?
AN OBJECTIVE BLOCKING YOUR WAY?
IS YOUR STRATEGY JUST NOT BRINGING SUCCESS?

YOU NEED PROFESSIONAL HELP FROM IGI HQ.
CALL NOW FOR
THE FULL GAME WALKTHROUGH.

09065 558898

ROI call: 1570 92 30 50

Calls cost £1 per minute. ROI: calls cost €1.27 inc VAT. Calls from mobiles vary.
Callers must be 16 or over and have permission from the bill payer. Prices correct at time of print.

BEFORE YOU CALL...

...for speedy navigation through the walkthrough, make sure you have a note of the
Campaign No., the Mission No. and the Objective No. where you need assistance.

www.codemasters.com



PIGICDUK05



I.G.I.-2™
COVERT STRIKE™

Codemasters®

GENIUS AT PLAY™

PRECAUTIONS

- Do not touch the surface of the disc when handling – hold it by the edge.
- To keep the disc clean, wipe gently with a soft cloth. Keep the disc scratch free.
- Keep the disc away from extremes of temperature, direct sunlight or exposure to excessive moisture.
- Never use a cracked or warped disc or one that has been repaired using adhesives. This could lead to operating problems.

EPILEPSY WARNING

WARNING: READ BEFORE USING YOUR COMPUTER GAME. A very small percentage of individuals may experience epileptic seizures when exposed to certain patterns or flashing lights. Exposure to certain light patterns or backgrounds on a monitor while playing computer games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no prior history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game: dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions, IMMEDIATELY discontinue use and consult your physician before resuming play.

PIRACY NOTICE

Copying commercial games such as this, is copyright infringement and is a criminal offence.

Copying and re-supplying games can lead to a term of imprisonment.

Think of a copied game as stolen property.

This Codemasters game is protected by the FADE™ protection system. If you purchase an illegal copy of the game, you will be able to play it – but not for long. As you play, the gameplay of a pirated copy will degrade.

Make sure this doesn't happen to you.

Purchase only genuine software at legitimate stores.

If you are aware of illegal copying or illegal distribution of games and want to help stamp out piracy,

please telephone the ELSPA HOTLINE in strictest confidence on

0990 133405

or provide information anonymously at

www.elspa.com

© 2003 Innerloop Studios and The Codemasters Software Company Limited ("Codemasters"). All rights reserved. "Codemasters"® is a registered trademark owned by Codemasters. "Covert Strike"™ and "GENIUS AT PLAY"™ are trademarks of Codemasters. "IGI"™ is a trademark of Innerloop Studios. Developed by Innerloop Studios. Published by Codemasters. This product contains software technology licensed from GameSpy Industries, Inc. © 1999-2002 GameSpy Industries, Inc. All rights reserved. All other copyrights or trademarks are the property of their respective owners. Chapter 1 – "Land of Fire" extracted from "Land of Fire" by Chris Ryan. © Chris Ryan 2002. Published by Century.

CONTENTS:

INTRODUCTION	2
CHARACTERS	3
INSTALLATION	5
CONTROLS	6
MAIN MENU	8
GAME SCREEN	9
MOVEMENT	12
OBSERVATIONAL TOOLS	13
MAP COMPUTER	14
PAUSING YOUR MISSION	15
STRATEGY & TACTICS	16
WEAPONS	17
MULTIPLAYER	23
CONFIGURATION MENU	28
TECHNICAL SUPPORT	29
CREDITS	30

INTRODUCTION:

THE WAR CONTINUES

In 1995, the Cold War was nothing more than a memory. The struggle for supremacy between East and West had been consigned to the history books. Nightmares of nuclear holocaust were buried in the past.

Quietly, however, the War blossomed anew. Though the armies were scaled down and the fighters returned to their homes, there were some who could not forget – those for whom the state of peace meant loss of profit and lack of influence. For them the War would continue... underground.

With conventional military forces sidelined, the War was taken up by the private sector – the corporations, the big businesses and those whose fanatical fervour prevented peace while terrorism remained an option.

No longer was this a War over landmasses or principles or politics. This was about plain, simple power.

So in the middle of the '90s, when peace seemed nearer than it had been for decades, global conflict was in fact closer to erupting than anyone knew. Only a few people understood the real danger. And one of them, Senator Pat Lenehan, decided to fight back.

Lenehan created the Institute for Geotactical Intelligence (IGI) – a select private-sector squad of highly trained solo operatives, committed to the covert suppression of aggression, the confiscation of power and the dissolution of terrorism. This group would undertake an ongoing mission to keep all hands off the global detonator.

And so far, the strike force has been a success. The War continues, and once in a while the pot has boiled over – but massive worldwide destruction has so far been averted.

For that, thank the brave men and women of IGI.

CHARACTERS:

DAVID JONES



Born in Cardiff 1965, Jones's troubled early years led him to juvenile detention. Upon his release, he immediately joined the Army, but after a prominent nine-year career (three of which were spent in the Special Air Service regiment), a parachuting injury invalided him out of the military.

On making a complete recovery, Jones was recruited into IGI. After many victorious missions and promotions, he's now the premier man on the ground for the elite IGI strike force.

Jones is an extremely careful (and therefore successful) operative. His mission completion rate is substantially higher than any other front line agent, a fact which has as much to do with his mindset as his exceptional soldiering skills.

MAJOR REBECCA ANYA



An expert in the field of communications and satellite surveillance, Rebecca Anya was a key member of the US Forces during the Gulf War. Following the end of that conflict, her research into digital battlefield and TIDA (Target Identification Designation and Acquisition) systems brought her to the notice of Lenehan and her consequent acceptance of a vital role in private sector warfare. Injuries sustained in a recent field mission have confined Anya to desk duties until she is declared fit for active duty again.

SENATOR PAT LENEHAN (REPUBLICAN)



Senator Lenehan's early path to the House of Representatives was not an easy one. As a 1st Lieutenant (Artillery) in the Vietnam War, he led a direct assault against encircling enemy forces – an action which ended the lives of the rest of his platoon. Though their sacrifice led to the successful evacuation of the remainder of his company, the resultant trauma turned Lenehan away from direct conflict and into the world of politics. As a long-serving Senator, he was ideally positioned to found IGI, suppressing the outbreak of conflict and the threat of terrorism through both overt and covert means.

CHARACTERS:

JACK PRIBOI



The "smiling Russian who sells many many guns" was last heard from immediately following his involvement with an insane KGB officer and the supply of a US W-88 nuclear warhead.

Though deeper underground, there is no doubt that Priboi is still in business, as 'new' stockpiles of his trademark hi-tech weaponry have recently been located in both the Middle and Far East. Although his convoluted distribution network makes it near impossible to pin down his location, current intelligence places him somewhere within North Africa

L.T. PHILLIP WHITE



Phillip White, an undergraduate from Harvard Business School, has been described by his professors as "an exceptional genius when dealing with covert behaviour". Shortly after leaving Harvard, White joined the USMC and graduated from West Point with flying colours. Subsequent action in Cambodia saw White, Robert Quest and their platoon ambushed. Though most of his men were slaughtered, White was captured and tortured, while Quest escaped to return and rescue White six months later.

SGT. ROBERT QUEST



Quest's hallmarks are his combative skills and fierce loyalty. His formative years learning field craft in the woodlands of Virginia and in-born skill at hunting and shooting led him naturally through to USMC, which he joined in 1971. Upon graduating, his strong sense of survival, marksmanship and physical prowess led Quest to be selected as a Sniper in White's platoon. Those skills saved his life through the same ambush that resulted in White's capture.

Prevented by conscience from leaving his commanding officer to shelter in a Vietnamese camp, Quest returned to successfully find and rescue White, cementing the bond that has carried over into civilian life. Quest now works as White's protector and personal bodyguard.

INSTALLATION:

Place IGI™2: Covert Strike Disc 1 in your CD drive and close the disc tray. Wait a few seconds for the drive to initialise. If you have Autorun enabled on your PC, IGI™2: Covert Strike will automatically begin to install.

If you don't have Autorun enabled, go to the Start Menu and select RUN. Type D:\setup (replace 'D' with the drive letter of your CD) and hit [ENTER].

The installation program will initialise; follow the on-screen instructions to progress through the Installation. IGI™2: Covert Strike requires the presence of DirectX 8.1 on your system. You will be given an option to set up DirectX 8.1 during installation.

During installation, you will also be given the opportunity to register your game online. This is not a requirement – you can register your game at any time following installation at www.codemasters.com.

If you are using a dialup connection to access the Internet, but do not have this configured to activate automatically on request, you may need to initiate your connection prior to beginning installation if you want to register online.

It is advisable to have no other programs (other than those required to access the Internet) running on your PC during installation.

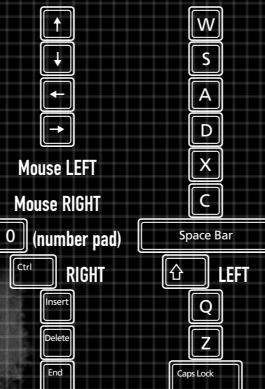
CONTROLS:

ACTION

MOVEMENT

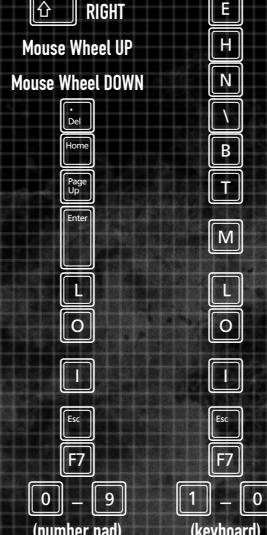
- FORWARDS
- BACKWARDS
- MOVE LEFT (STRAFE)
- MOVE RIGHT (STRAFE)
- TURN LEFT
- TURN RIGHT
- JUMP
- CRUNCH
- RAISE STANCE
- LOWER STANCE
- TOGGLE WALK / RUN

CONTROLS A CONTROLS B



ACTIONS & EQUIPMENT

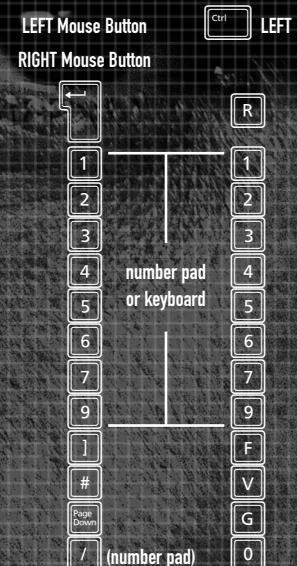
- ACTION
- CYCLE ACTION / ZOOM IN
- CYCLE ACTION / ZOOM OUT
- PEEK
- BINOCULARS
- THERMAL IMAGING DEVICE
- MAP COMPUTER
- VIEW LOG (MAP COMPUTER)
- VIEW OBJECTIVES (MAP COMPUTER)
- CONNECT TO IGI HQ
(SAVE THROUGH MAP COMPUTER)
- PAUSE MENU (ACCESS WHEN DEAD)
- QUICK LOAD
- MENU NAVIGATION



ACTION

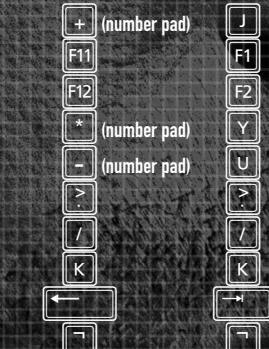
- COMBAT
- FIRE
- FIRE SECONDARY WEAPON MODE
- RELOAD CURRENT WEAPON
- SELECT PRIMARY WEAPON (QUICK KEY)
- SELECT SIDEARM (QUICK KEY)
- KNIFE (QUICK KEY)
- SELECT GRENADES (QUICK KEY)
- SELECT C4 BOMB (QUICK KEY)
- SELECT PROXIMITY MINE (QUICK KEY)
- SELECT LASER DESIGNATOR (QUICK KEY)
- SELECT MEDICAL SYRINGE (QUICK KEY)
- NEXT WEAPON
- PREVIOUS WEAPON
- DROP WEAPON
- SHOW / HIDE INVENTORY

CONTROLS A CONTROLS B



MULTIPLAYER

- BUY MENU
- BUY PRIMARY AMMO
- BUY SECONDARY AMMO
- PLAYER RADIO CALL MENU
- SQUAD RADIO CALL MENU
- MULTIPLAYER GLOBAL CHAT
- MULTIPLAYER TEAM CHAT
- CHANGE TEAMS
- SHOW / HIDE MULTIPLAYER SCORES
- CONSOLE



Note: to reset the controls to their default bindings, go to Configuration>Controls.

MAIN MENU

GET INTO THE ACTION



Select 'Play IGI™2' to get straight into the Single Player action.
Select your mission and click OK.

Alternatively, select 'Multiplayer' to connect to the Internet or LAN and pit your covert combat skills against other real players (see Multiplayer later in this manual).

SCORES

To review your scores for completed missions, check out the mission list on the Select Mission screen.

Scores are given at the end of each completed mission in terms of various aspects of your performance. The figure shown on the left is your actual score; the figure on the right is your target score. You must match or beat each of your target scores if you ever expect to receive a promotion. (Some ranks are only available through excellent performance on certain difficulty levels.)



SELECT PLAYER

IGI™2: Covert strike allows you to set up players at various levels of skill. To add a player, click in the 'Add Player' box, then type a name for that player.

This player is now available in the 'Select Player' box at the top of the screen; click the left or right scroll arrows until the player name is shown in the box.

Next, select a difficulty (easy / normal / hard) for the player in the 'Select Difficulty Level' box.

Finally, click 'OK' to return to the Main Menu. The selected player now stars as the lead character in your single player games. Return to 'Select Player' to change your character at any time.



GAME SCREEN



1. HEALTH METER
2. VISIBILITY METER
3. STANCE ICON
4. ACTION ICON
5. ACTION TIMER
6. WEAPON SWAP
7. CURRENT WEAPON
8. INVENTORY
9. BUY POINT (MULTIPLAYER ONLY)
10. TARGETING RETICULE (SIGHTS)

HEALTH METER

The bars filling the soldier outline indicate how healthy you are. When the meter is empty, you are dead and your mission is a failure. Regain health with the Medical Syringe by selecting it (as you would a weapon) and pressing the Fire button. Alternatively make sure your tactical approach is sufficiently well considered that you don't get hit.

VISIBILITY METER

The Visibility Meter indicates how visible Jones thinks he is and is affected both by the current light level and your stance (lower stances are less visible). Compare the rating on the Visibility Meter to the range finding reading on your binoculars to estimate how detectable (and therefore vulnerable) you actually are (see Binoculars).

When you are spotted for the first time in a mission by the enemy, the "eye" of the Visibility Meter will turn red.

STANCE ICON

The Stance Icon indicates your current stance. Press the Raise Stance or Lower Stance keys to get up or down (stand / crouch / lie flat) and the Toggle Walk / Run key to switch between movement speeds.

ACTION ICON

If you are near enough to an object to use it such as a door or an alarm button, an Action Icon will appear on-screen. To use the nearby object, press the Action Key. For example, if you are near a computer terminal, the 'Hack' Action Icon may appear on-screen, or if you creep up behind an enemy guard, you may be able to snap his neck – providing your target hasn't spotted you.

Occasionally more than one Action will be available. If so, all available Actions will be shown on screen. Select the one you want to use with the Cycle Action / Zoom keys before pressing the Action Key itself.

ACTION TIMER

Some Actions such as picking locks will take some time to complete. If this is the case, the Action Timer will appear on-screen and the view will switch to 3rd person. Hold the Action Key until the Action is complete. Remember though, you are vulnerable while you are performing a timed Action. You can keep a check on the absence of enemies by moving the mouse to look around while the Action is in progress. It's wise to make sure you can't be seen or the area is clear first as being shot while performing a timed Action will not only injure you, but will also interrupt your progress and cancel the Action.

WEAPON SWAP

Occasionally you will get access to extra weapons by breaking into an armoury or as supplies from HQ; more often though you'll loot them from your kills. To pick up a new weapon, simply walk over it.

You can only carry a limited number of weapons. If a new weapon is in reach but a weapon you already have is already occupying the inventory slot for that class of weapon, the Weapon Swap icons appear on screen. Press the Action button to pick up the new weapon and drop the current one (indicated by a red cross through the icon); alternatively, press the Drop Weapon key.

CURRENT WEAPON

Select the weapons in your inventory using the (default) numbered Quick Keys or cycle through them with the Next Weapon and Previous Weapon keys. Below the Current Weapon icon are two numbers, the first indicates the number of shots you have remaining in your current clip, the second number indicates the amount of ammo you have left in total. Obtain extra ammo from dropped weapons simply by running over them – provided the dropped weapon is the same model as one in your inventory (see also Weapons and Attacking).

INVENTORY

At any time, press the Inventory key to display (or hide) the items and weapons that you have equipped. For convenience and speed, the Inventory also displays the appropriate Quick Key used to select that weapon.

MOVEMENT

Getting around is very simple, press the Forward key to move forward and the Back key to move back. To move left or right while still facing forward (strafing) press the Left or Right key. Move the mouse left or right or press the turn keys to turn, or move the mouse in all directions to look around.

PEEKING

Keeping your eyes open is going to save your skin many times throughout your mission. To take a sneak look around a corner or an obstacle, move to the corner you want to look around, hold the Peek key and move the mouse in the direction you want to sneak a look.



If you are crouched (holding the Crouch key) behind an obstacle, you can get a quick look over the top by also holding the Peek key and moving the mouse up.

SWIMMING

If you land in or enter a body of water, you will automatically stow your weapon and begin to swim. Use the forward and backward keys to swim and the mouse or the strafe keys to turn.



Note: although you cannot fire when you're in the water, you will generally be less visible (single-player only). Make sure you use this to your advantage as your point of emergence could be crucial to your tactical success.

CLIMBING

When you discover a ladder and you want to climb it, move to its base and you will see the 'Climb' Action icon appear on-screen. Press the Action key and you will grab hold of the ladder; next use the Forward key to climb up or the Backward key to climb down. Note: you will make less noise and attract less attention by climbing slowly but quietly (walk/run key) – see also Strategy & Tactics.



If you need to get off the ladder quickly, hit the Action key again and you will slide to the bottom.

OBSERVATIONAL TOOLS

BINOCULARS



The best way to defend against nasty surprises is to ensure that you have all the information you can possibly glean about your situation. Whilst your support team may be able to feed you data about your situation via the satellite uplink (see Map Computer), you are still alone in the field; the only way to gather reliable on-the-ground intelligence is through observation. This is why you're supplied with IGI standard issue high-power light enhancement binoculars. Take every opportunity for a good look around and assess your position, especially at the beginning of a mission. Press the 'Binoculars' key to activate them and 'Zoom In' or 'Zoom Out' to get a closer or broader picture of the terrain.

THERMAL IMAGING DEVICE



Cutting edge technology is in your hands with the Thermal Imaging Device. Precisely calibrated to detect only human thermal signatures within your field of vision, the TID is vital for night-time reconnaissance. As the TID depends on specific frequencies of radiation to compile its data, it is also of use where that radiation is capable of penetrating solid barriers, even in the most minute amount.

Consequently the TID can detect the heat images of humans even through solid walls, provided the warm body is close enough to the wall for its heat to seep through.

However, certain materials such as steel or heavy shielding, are either too conductive (dissipating heat before it can pass through) or too dense to permit a reliable thermal signature reading. Be aware that the TID disregards such low-level emissions as background radiation and provides no imaging in such situations.

LASER DESIGNATOR



The Laser Designator provides the facility to call in an airstrike to obliterate your target (make sure you lock onto the right one). To use the Designator, equip it as a weapon by pressing Quick Key 7 or the Next / Previous Weapon keys, then press the Primary Fire button. If within Lock Range (approx 50m from target) as shown in the view finder, hold the Primary Fire button to begin the lock-on sequence. Hold still as the device sends the co-ordinates of your target via the IGI satellite to the bomber awaiting instruction. This process takes about 20 seconds – note the countdown on the Designator display. Once complete, the pilot will notify you that a lock has been achieved. You are then free to move on to your next objective as the bomber begins its run.

MAP COMPUTER

Another vital source of information is your personal Zimo-Tech™ Map Computer. Press the Map Computer key at any time during combat to access this uplink to the IGI satellite. Once booted-up you can examine the map in detail or in overview by zooming in or out – see Controls for default keys. Alternatively, double-click the left mouse button to zoom in by increments or the right mouse button to zoom out. Click and drag with the left mouse button to pan the map, or use the cursor keys.



In this way you can access all of the intelligence visible to the IGI satellite. Use the Map Computer to familiarise yourself with the lay of the land, the layout of structures and the position of (detected) enemies before you launch your one-man strike force. See 'Multiplayer' for further Map Computer functions available in team missions.

OBJECTIVES

Each sub-goal of your mission is listed in order under the Objectives Menu on your Map Computer screen. Click 'Objectives' on-screen or press 'O' to access them.

IGI Intelligence is extremely thorough. In most cases a precise location is indicated on the main map showing you where each objective must be actioned. Click the button next to each Objective in the list to switch to its location on the Map.

LOG

The Log gives you a complete rundown of Objectives you have completed and all read messages from base. Look here if you are unsure of your progress. Click 'Log' on-screen or press 'L' to access your Log.

IGI HQ (SAVING & LOADING YOUR PROGRESS)

You can save your progress at any time throughout your missions, however it takes time to connect to Major Anya at IGI HQ via the satellite and upload your current GPS data. During this time you are vulnerable to enemy fire, so make sure that your position is secure before diverting your attention from potential incoming assaults (see Action Timer).

To save your sortie, press 'I' or access your Map Computer and select 'IGI HQ' at any time whilst you are in the field, and select 'Upload'.

To load a saved position, log onto IGI HQ and select 'Download'. Choose the game you want to load and click OK. To quickload your last saved mission hit F7 during play. Note: employ caution – loading a mission using Quickload will erase your current state of play. Alternatively, load a mission from the Main Menu following the on-screen options.

PAUSING YOUR MISSION



At any time during your mission, press ESCAPE to halt the action and access the Pause Menu:

Resume –	Return to your mission.
Load Saved Game –	Load a previously saved mission.
Restart (Single-player only) –	This restarts the current level in play from the beginning.
Graphics –	Adjust graphics settings.
Sound –	Adjust the volume settings for in-game music and sound effects.
Controls –	Access and customise the controls (see Options Menu).
Quit to Main Menu –	Quit without saving.

STRATEGY & TACTICS

Remember, the covert operative's best friends are darkness and stealth. Avoid close confrontation if at all possible. Stay in shadow, present as small a target as possible and use any cover you can find. Where you can, attack from a distance – a dot on the horizon is far harder to spot and retaliate against than a muzzle-flash from a gunman crouching behind a crate.

Always look for the devious path and think laterally. Not every obvious route is going to be the most effective; if one door is heavily guarded, can you get to another that has not been considered a liability by the enemy? If security systems keep a beady eye over an approach to your target, are there blindspots that you can take advantage of?

At all times keep your eyes open. Make the most of the equipment at your disposal to make sure you have as much intelligence to hand as possible. Refer to your Map Computer for long range information; scopes and binoculars for medium range surveillance; and thermal imaging (not forgetting the naked eye) for close range. Above all, don't get spotted while you're assessing enemy positions; peek from behind an obstacle so you won't be seen, or use the Thermal Imaging Device to find warm bodies behind walls.

When you are trying to be stealthy, always be aware of the noise you are making. Boot heels on steel plate can be heard much more easily than footfalls on grass; likewise your feet drive into the ground much harder when you're running than when you're creeping along crouched low.

If you are spotted, or once you have given away your location (muzzle-flash, direction of shot, etc), keep moving. Become a 'hard target' and you'll be much harder to take down.

Don't underestimate the value of your knife or a simple neck-snap, as the silent kill is often the most professional; it's quick, it's clean and it doesn't attract attention (unless the body is discovered).

Of course a knife is no use if you've been spotted and the well-armed enemy is out for your blood. If you've got nowhere to run and no hiding place available, pull out something with a longer range and a wider field of fire, eg. your M16.

Above all, use the right weapon for the right situation. If your quarry is somehow distant, you may well be able to take him out with your M16, but it could take several shots which is likely to alert the enemy. Instead creep closer with your Glock 17 and achieve the objective with a single, silenced shot (remember, a headshot will take down your target cleanly, quietly and with the minimum of fuss). For armoured targets or where enemy units are densely packed, consider the advantages of the grenade or rocket launcher.

If your recon shows that you are likely to come face-to-face with an enemy soldier, have your Glock at the ready. One silenced bullet between the eyes will stop him alerting his comrades.

Finally, when you've considered the strategy of getting round the troops in your way, make sure you haven't left the hardware out of the equation: are there any cameras that are likely to spot you? Is an alarm button in reach of your target's comrades? Make sure you've taken EVERY factor into account.

WEAPONS

You can carry one weapon from each class (melee, sidearms and primary weapons) at a time, though you can carry two proximity mines and two of each of the three types of grenade, plus one Medical Syringe. Press the Inventory key to see what weapons you have equipped and which weapon slots are available; press the inventory key again to hide it.

FIRING YOUR WEAPON

To fire the currently equipped weapon, place your sights over the target and press Fire or Secondary Fire depending on the weapon. For many weapons with only one firing mode, Secondary Fire allows you to hit your target with the stock of your weapon.

Note: some weapons are not equipped with any Secondary Fire attack, instead they are equipped with an extra facility, such as a scope or a laser sight. For these weapons, press Secondary Fire to activate the extra function, then press Fire to attack with the added accuracy. Press Secondary Fire again to deactivate the function.

SIGHTS

Your sights assist you in targeting your weapons and placing a hit with maximum efficiency. While some weapons are naturally more accurate than others (E.g. SVD Dragunov vs M-16), there are techniques to improve your accuracy whatever the weapon. Remember that stability is the key to accurate targeting – the more solid a weapon's position, the more on-target your shots will be. If you are standing still, you'll be able to aim more steadily than if you're walking or running; if you're crouching you'll be more accurate still. Lying prone will give you the greatest level of stability and the most accurate aim. To your advantage you'll be very difficult to spot and retaliate against from a distance, though your relative immobility will make you vulnerable from close range.

Your sights will change on-screen depending on the equipped weapon and how accurate your shot is likely to be. The space enclosed by the crosshairs indicates the area within which your shot will strike. The type of sight you see is dependent on all those variables that affect your accuracy: movement, weapon type, stance, etc.



THROWING PROJECTILES

Once you've equipped a grenade or similar, press and release Fire to pull the pin and throw. Alternatively, to make the most of the fuse's delay (e.g. for an air-burst) hold Fire to pull the pin then release Fire to throw. DON'T leave it too long before you throw unless you want to lose your arm.

Your sights work slightly differently for projectiles than from other weaponry. Instead of targeting the approximate point where your shot will land, the projectile sight indicates the path your projectile will take through the air. Use this to judge the angle of your throw to ensure it lands in the right place.

PLACING AND DETONATING MINES

There are two major applications for the mine, as a proximity-activated device or as a 'remote controlled' explosive.

To place a mine without its proximity function activated, first equip it as a weapon by pressing the relevant Quick Key, then press the Secondary Fire button to plant it. Mines dropped in this way can then be detonated either by shooting them with a firearm, or through the Map Computer. Non-proximity mines are shown as an icon on the Map Computer screen. Simply click the icon to detonate the mine/s.

To activate the mine for detonation when its sensor system detects a warm body within its blast radius, get to the location you want to place the mine, equip the mine as a weapon with the relevant Quick Key and press the Fire button. Now you have a few seconds grace to get out of the mine's proximity field – back off QUICKLY; the mine is no less sensitive to your own body heat than that of the enemy. You will hear a quiet bleep from the mine when it switches to 'armed' status.

Note: proximity-armed mines can also be detonated with a direct shot or remotely through the Map Computer, although no icons are shown on screen for these.

MELEE WEAPONS

There are over 30 weapons you will come across through your covert exploits. Some of them are:

COMBAT KNIFE



Primary Fire: Slash.
Secondary Fire: Stab.
Pro's: Quiet, good for close combat, very light.
Con's: Not a ranged weapon.

SIDEARMS

G-17 SD



Type: Semi-automatic pistol.
Primary Fire: Single-shot.
Secondary Fire: Pistol whip.
Calibre: 9mm
Clip Capacity: 17
Pro's: Silenced, accurate for type, fast firing, low recoil, fast reload.
Con's: Low power & penetration.

MAKAROV



Type: Semi-automatic pistol.
Primary Fire: Single-shot.
Secondary Fire: Pistol whip.
Calibre: 9mm
Clip Capacity: 8
Pro's: Accurate, fast reload, low recoil.
Con's: Limited clip size, low power & penetration.

PRIMARY WEAPONS

MP5A3



Type: Sub-machine gun.
Primary Fire: Fully automatic.
Secondary Fire: Cycle single shot, 3 shot burst, full auto fire modes.
Calibre: 9mm
Clip Capacity: 30
Pro's: Accurate, low recoil, multiple fire modes.
Con's: Low power & penetration.

UZI



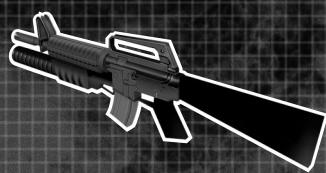
Type: Sub-machine gun.
 Primary Fire: Fully automatic.
 Secondary Fire: Club with Stock.
 Calibre: 9mm
 Clip Capacity: 25
 Pro's: Good power for type, fast fire rate & reload.
 Con's: Inaccurate, noisy.

AK-47



Type: Assault rifle.
 Primary Fire: Fully automatic.
 Secondary Fire: Club with stock.
 Calibre: 7.62mm
 Clip Capacity: 30
 Pro's: High power & penetration.
 Con's: Strong recoil, inaccurate, noisy.

M16/M203



Type: Assault rifle.
 Primary Fire: Fully automatic.
 Secondary Fire: Fire grenade launcher.
 Calibre: 5.56mm
 Clip Capacity: 30
 Pro's: Grenade launching capabilities, accurate.
 Con's: Noisy.

PSG-1



Type: Sniper rifle.
 Primary Fire: Single shot.
 Secondary Fire: Cycle between 3x, 6x & 12x scope.
 Calibre: 7.62mm
 Clip Capacity: 5
 Pro's: Accurate, fast rate of fire, low recoil.
 high power / penetration, scope.
 Con's: Small clip, noisy.

SVD DRAGUNOV



Type: Sniper rifle.
 Primary Fire: Single shot.
 Secondary Fire: 3x & 9x scope.
 Calibre: 7.62mm
 Clip Capacity: 10
 Pro's: Larger clip, high power & penetration,
 low recoil, scope.
 Con's: Slow rate of fire & reload, noisy.

M1014



Type: Combat shotgun.
 Primary Fire: Semi automatic.
 Secondary Fire: Club with stock.
 Calibre: 12 gauge
 Clip Capacity: 6
 Pro's: High power.
 Con's: Inaccurate, slow reload, strong recoil,
 noisy, short range.

RPG-7



Type: Reloadable RPG.
 Primary Fire: Single shot.
 Secondary Fire: Scope
 Calibre: N/A
 Clip Capacity: 1 (Reloadable).
 Pro's: Accurate, high power & penetration,
 can be reloaded.
 Con's: Slow rate of fire & reload.

FN MINIMI (SAW)



Type: SAW (Squad Automatic Weapon).
 Primary Fire: Fully automatic.
 Secondary Fire: N/A
 Calibre: 5.56mm
 Clip Capacity: 200
 Pro's: High power & penetration,
 fast rate of fire.
 Con's: Slow reload, noisy.

GRENADES**HIGH EXPLOSIVE GRENADE**

Type: Thrown Weapon.
 Primary Fire: Throw grenade.
 Secondary Fire: Throw grenade.
 Power: High
 Max Carried: 2
 Pro's: High power, area affect, arcing trajectory.
 Con's: Noisy, slow rate of fire.

FLASHBANG

Type: Thrown Weapon.
 Primary Fire: Throw grenade.
 Secondary Fire: Throw grenade.
 Power: N/A. When thrown, creates a blinding flash disorienting and dazzling any without eye protection.
 Max Carried: 2
 Pro's: Area affect, non-destruction of materiel and buildings.
 Con's: Noisy, slow rate of fire.

SMOKE GRENADE

Type: Thrown Weapon.
 Primary Fire: Throw grenade.
 Secondary Fire: Throw grenade.
 Power: N/A. When thrown, creates a dense smoke field that obscures vision.
 Max Carried: 2
 Pro's: Area affect, cover providing.
 Con's: No direct effect on personnel or materiel.

PROXIMITY MINE

Type: Explosive device.
 Primary Fire: Place on object/surface - proximity sensor activated.
 Secondary Fire: Place mine and detonate with shot or via Map Computer (single player mode only).
 Power: Extremely damaging.
 Max Carried: 2
 Pro's: High power.
 Con's: Noisy.

MULTIPLAYER

To get into a Multiplayer game start IGI™2: Covert Strike as normal, then click on MULTIPLAYER on the Main Menu. Next, click START SERVER or JOIN GAME.

START SERVER

To host a game, click START SERVER on the Multiplayer Menu then define the parameters and rules that will govern your game as follows:

Select Maps:	Choose the series of maps that will be played on your server.
Server Name:	The name of the game as it will appear to players joining your game.
Server Port:	The port number the server will use to connect to the Internet.
Server Password:	Set a password for players joining your server (optional).
Announce on Internet:	Set whether or not your game is visible to players across the Internet.
Player Name:	Set your in-game name.
Max Players:	Though there is no upper limit to the number of players in one Multiplayer game, only 16 players (8 per side) are officially supported.
Team Damage:	Allow damage to be received from team-mates' fire.
Team Score Limit:	Number of wins required to emerge as the victor.
Map Time Limit:	Maximum amount of time allowed for the game. If no team has achieved the winning score when the time expires, the team with the highest score is pronounced the winner.
Auto Balance Teams:	If checked, players will be assigned to the opposing team if the team they select has two players more than the opposition.
Kick Idle Time:	Specify the time lapse before idle players are removed from game. Set this to 0 to prevent players from being kicked at all.
Allow Spectate Views:	Select which camera options are available to spectating players.

When you've completed your choices, click OK to start the game server, or CANCEL to return to the Multiplayer Menu – your choices will not be saved and will reset to the default settings.

Once you have clicked OK, if using a dialup connection, your computer will automatically connect to the Internet and your game will become available to other players.

Note: if your dialup is not configured to connect to the Internet on demand, you may need to activate it prior to starting IGI™2: Covert Strike.

JOIN GAME

To join a game running on a Local Area Network (LAN) or Internet, click MULTIPLAYER on the Main Menu, then click JOIN. Next, click LAN GAMES (for games running on Local Area Network) or INTERNET GAMES (for games running on the Internet). IGI™2: Covert Strike searches the selected network and displays a list of all available games. If you want to join a game on a specific server, enter the server's IP Address in the IP Address box.

To sort the list by any of the criteria displayed (game name, ping, etc), click the column heading. Finally, click the game you want to get involved in and click OK.

BEGINNING PLAY

NAVIGATION

Throughout character setup and weapon selection, the mouse and/or the keyboard are used to make your selections. Click the item or press the appropriate number key on the keyboard or the number pad – the number corresponds to the number of the item shown on-screen.

In all selection screens, clicking 'Cancel' or hitting the ESCAPE key will return to the previous screen (no changes you have made will be saved).

SELECTION

First choose your team. Each team consists of up to 8 players and can represent either the IGI OPERATIVES or the CONSPIRACY, or choose AUTOSELECT to allow the server to choose your side for you.

Next select your personal appearance from the models and faces on the Appearance Select screen that follows.

THE SPECTATOR SCREEN

After setting up your in-combat character, you enter Spectator Mode. Even though you are not currently participating, you still can see what is occurring in the battle while you buy your weapons. Use the Jump/Crouch keys to cycle through other players' perspectives and the Action key to switch between 1st and 3rd Person Views.

BUYING WEAPONS

In Spectator Mode, select SHOP to enter the Weapons Menu.

Here purchase your weapons by selecting the weapon category, then choosing the firearm from the popup menu – providing you have enough cash (see Cost).

Although you can only carry one of each main category of weapon, you can hold two of each of the Grenades, two Proximity Mines, and one Medical Syringe.

SHOPS

You can also buy weapons and ammo at your team's Spawn Points within the combat zone (shown as yellow points on your HUD Radar). When you reach a Shop – you will see 'Shop Open' on screen – press the BUY key to open the Weapons Menu. Next purchase weapons as normal, then select 'Exit' to return to the action.

Note: If you buy more than one Sidearm or Primary Weapon in Spectator Mode, the weapon you first bought and the funds spent on it will be lost on purchasing a second weapon in the same category. However, if purchasing weapons at a Spawn Point, the first weapon you purchased will be dropped on the ground and can be used by a lesser-equipped teammate.

SPAWNING

When you're ready to enter the combat zone, select 'Spawn' to go to the Spawn Screen.

As combat may well be in progress when you enter the battle, you will probably want to tactically decide where you will re/spawn. Press the Jump and Crouch keys to cycle between views of the available spawn sites. Attackers can only spawn local to current or completed objectives, whereas Defenders can spawn at any site. When you're happy with the situation on the ground, press Fire to spawn. Press Secondary Fire to return back to the Spectator Screen.

COST

Purchasing weapons and spawning into combat costs you money. This is awarded at the beginning of your first incursion, on completion of an objective, for opposition kills and at the end of your mission.

The value of each weapon is shown next to the weapon name on the Weapons Menu while the cost of spawning into combat is shown at the bottom middle of the Spawn Screen.

You'll notice that the cost of spawning gradually reduces over time. If you want to get back into the fray as quickly as possible, you may have to purchase lower value weapons so that you can afford the spawn cost. If you want to buy the best weapons available, you may have to wait until the spawn cost matches the remainder of your funds.

Note: Spawning costs more for attackers than for defenders.

BOMBS

Many multiplayer missions involve the planting or interception (depending on your team) of an explosive device. If your team is charged with planting the bomb, bombs and bomb carriers are indicated by a red point on your HUD Radar and by a red 'B' on your Map Computer. If you are on the opposing team, bombs and bomb carriers are not visible on the HUD Radar.

Bomb planting is the same as executing a Timed Action. When you see the Bomb Action Icon, hold the Action key (or press the C4 Bomb Quick Key to select the bomb and hold the Fire button) until the device is set. Don't forget that the action will be halted if you are interrupted in the process of programming the detonator. You should either make sure the area is clear of enemies before commencing, or rely on your teammates to maintain security and coverage while you handle this task. The bomb is on a timer so once set, your entire team should retreat to a safe distance before the inevitable blast.

To defuse a bomb, get near enough for the Action Icon to appear on screen, then hold the Action key until the bomb is rendered inactive. This is a tricky operation – if the bomb's timer expires while you are attempting to power it down, you will be caught in the explosion.

If you are killed while carrying the bomb, the explosives pack will be dropped on the ground for retrieval by a teammate. Opposing team members are not able to handle the bomb except to defuse it. To voluntarily drop the bomb, press the C4 Bomb Quick Key to select it then press the Drop Weapon Key.

HUD RADAR

In addition to the intelligence supplied through your Map Computer, the HUD Radar provides vital information on the locations of your team, objectives, spawn points and (if required by your current mission objectives) the bomb. Use the Zoom keys in normal view to Zoom the HUD Radar in and out.

Note: the locations of opposing team members (other than bomb carriers) are not shown on your HUD Radar, though you may be able to locate them with careful scrutiny of your Map Computer.



Indicators:

- Blue = Mission Objectives (also indicated by Objective Number on your Map Computer screen).
Note: there may be more than one location where each objective can be achieved.
- Yellow = Team Spawn Points / Shops.
- Red = Bomb / Bomb Carrier (also indicated by a red 'B' on your Map Computer screen).
- White = Fellow teammates.

MULTIPLAYER COMMUNICATIONS

Once you are into a Multiplayer game, you will certainly need to communicate with the rest of your team in order to decide on your strategy & tactics or co-ordinate your whole assault or defence. There are two ways of achieving this:

RADIO

At any time during multiplay combat, press the Squad Radio key or the Player Radio key to activate your team Radio. All Radio messages are given using the number keys or the number pad on your keyboard (this overrides any other command that may otherwise be assigned to those keys). To cancel a Radio Call, press the Radio key or the Cancel key again.

1. PLAYER RADIO MENU

1. Affirmative
2. Negative
3. I see 'em!
4. Need assistance
5. Grenade!
6. Flashbang!
7. I'll take care of this
8. I'm in position
9. Be quiet
0. Cancel

2. SQUAD RADIO MENU

1. Go Go Go!
2. Stick together!
3. Defend this area
4. Area Secure
5. Regroup!
6. This way!
7. Move ahead, I'll cover you.
8. Cover Me!
9. Head for next objective
0. Cancel

MULTIPLAYER CHAT

In addition to the Radio Call system, you can also send your own text messages to your team-mates, or to every player in the game. Press the Global Chat key (to talk to everyone), or the Team Chat key (to talk to those on your side), type your message in the message box on-screen and press Return. Your message is broadcast to the selected players.

CONFIGURATION MENU

To adjust the performance of IGI™2: Covert Strike, enter the Configuration Menu from the Main Menu:

GRAPHICS

Click the left and right pointers either side of each option to alter it. If you experience problems with in-game graphics (low frame rate, stilted action, etc) try reducing the screen resolution and/or detail levels so that your system and graphics accelerator card will find them easier to maintain.

Note: the individual graphic elements options (Texture Detail, LOD Bias, Stencil Shadows, etc) become available when Graphics Detail is set to 'Custom'. The Graphics Detail High/Medium/Low settings provide preset graphics options and should be suitable for most users.

For further information on fine tuning your graphic settings for optimum quality and performance on your machine, see the README file included on your IGI™2 game disc.

SOUND CONFIGURATION

Adjust the volume levels of in-game music and sound effects.

CONTROLS

The Controls screen gives you a complete run-down of all the controls used in IGI™2: Covert Strike. To change a control binding, click one of the controls in either column, then press the control you want to assign to that action.

Note: if you assign a control that was already bound to another action, you will need to assign a new control for that action or it will not be available in game.

LANGUAGE

Select the in-game language from English, French, German, Italian or Spanish.

CONTENT CONTROL

IGI™2: Covert Strike is extremely realistic in terms of the physical effects of combat. To turn off these effects, set 'Blood Enabled' to 'No'. You can also enter a password that will be required before these effects can be re-enabled.

TECHNICAL SUPPORT

CODEMASTER'S WEBSITE

www.codemasters.com

Codemasters' website contains game upgrades, FAQs and an online version of our technical support knowledgebase. It also has a technical support request form that you can use to request assistance with this or any other Codemasters game.

EMAIL

custservice@codemasters.com

Please include your DxDiag.txt file with a description of your problem. To obtain this, click the START button on your Windows Taskbar, then click RUN. Type 'DxDiag' in the dialog box that opens and click OK. This will display the DirectX Diagnostics screen. To send the results, simply click the "SAVE ALL INFORMATION" button and save this as a text (.txt) file. Now attach this file to your email.

TELEPHONE / FAX

Before calling, ensure that you have checked our website for a possible solution and have read the IGI™2: Covert Strike help file which can be found on the IGI™2: Covert Strike CD-ROM.

To access the help file:

1. Double-click on 'MY COMPUTER' on your Windows Desktop.
2. Right-click on your CD-ROM drive.
3. Left-click on 'EXPLORE'.
4. Double-click on 'README'.

Tel: 01926 816044 Fax: 01926 817595

Lines are open between
0900-1730 Monday, 0800-2000 Tuesday to Friday, 1000-1600 Saturday.

Please ensure that you are in front of your PC before calling. Your PC should also be on and in a running state (ie. not having just crashed).

CODEMASTER'S POSTAL ADDRESS

Codemasters
Technical Support / Customer Services, PO Box 6,
Leamington Spa, Warwickshire, CV47 2ZT, UK

CREDITS

INNERLOOP STUDIOS

TEAM LEAD:
Stein Pedersen

LEAD DESIGNER:
Jolyon Leonard

LEAD PROGRAMMER:
Morten Øfstad

LEAD ARTIST:
Waqas Zia Chaudhry

PROGRAMMERS:
Alexey Kryazhev
Anders Topper
Bjørn Stensrud
Johan Øverbye
Martin Gram
Pål Holmberg
Stein Pedersen

**ADDITIONAL
PROGRAMMING:**
Anders Dybdahl
Henrik Holmdahl
Ole Marius Liebo

LEAD DESIGNER:
Paul Endresen
Thomas Hagen

**MULTIPLAYER GAME
DESIGN:**
Ole Marius Kohmann

LEVEL DESIGNERS:
Bjørn Restoen
Ole Marius Kohmann
Peder Fuglerud

ADDITIONAL DESIGN:
Gavin Skinner

ART DIRECTOR:
Kjetil Nystuen

ARTISTS:
Kjetil Nystuen
Pekka Järventaus

ANIMATOR:
Tim Evison

CHARACTER MODELS:
Artplant

ADDITIONAL ART:
Bjørnar Johansen
Olav Vorren

AUDIO DIRECTOR:
Kim Jensen

CUTSCENE DIRECTOR:
Olav Vorren

SCRIPTWRITERS:
Jolyon Leonard
Terje Johansen

MANAGING DIRECTOR:
Henning Røking

TEAM MOTHER:
Anne Schelvan

TEAM CODEMASTERS

**SENIOR EXTERNAL
PRODUCER:**
Richard Blenkinsop

LEAD GAME DESIGNER:
James Brown

ADDITIONAL DESIGN:
Justin Forrest

ASSOCIATE PRODUCER:
Simon Humphreys

QA TEAM LEADER:
Anthony Cooper

QA & COMPATIBILITY:
Jason Leppard
Michael Rowland
Paul Frary

SPECIAL THANKS TO:

Carl Owens
Charlotte Brown
Christopher Hines

David Felton
Gerald McAuley

Greg James
Kevin Bruce

Laura Peterson
Mark Stevens

Nick McAuliffe
Raymond Tong

The Beta Testers

**CINEMATICS
CONSULTANTS:**

Jake Thomas
Len Parr-Ferris

VOICE ACTORS:

Boris Sosna
Chris Fairbank

Dan Russell
Khaled Al Malki

Kuei Lin Hsu
Larissa Murray

Steffan Ashton Frank

MILITARY CONSULTANT:

Chris Ryan

**LITERARY AGENT FOR
CHRIS RYAN:**

Barbara Levy

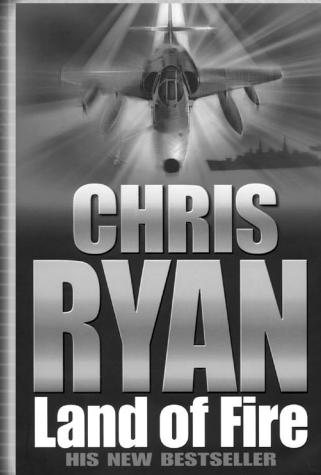
CHRIS RYAN -

THE ONE THAT GOT AWAY

Former SAS hero, Chris Ryan was part of the crack eight-man team chosen for the Bravo Two Zero mission, dropped behind Iraqi enemy lines. Three of the team were killed in action and four were captured. Only Ryan escaped, following an eight-day trek across the desert, often in full view of enemy patrols, always in danger. It was a harrowing but heroic escape, later recounted by Ryan himself in his book, "The One That Got Away", which became an immediate best-seller in 1995.

Chris Ryan, Newcastle-born, joined the regular Regiment of the 22nd SAS in 1984 and served for ten years. He completed three tours which took him to many parts of the world on operations and exercises. He also worked extensively in the counter-terrorist field, serving as an assaulter, sniper and finally Sniper Team Commander on the SP or Special Projects team. For his escape from Iraq in January 1991 he was awarded the Military Medal.

THE FIRST CHAPTER OF HIS LATEST BLOCKBUSTER,
"LAND OF FIRE"** IS INCLUDED IN THIS PACK.



*© CHRIS RYAN 2002. PUBLISHED BY CENTURY.

THE CODEMASTER'S SOFTWARE COMPANY LIMITED SOFTWARE LICENSE AGREEMENT

IMPORTANT - READ CAREFULLY: THE ACCOMPANYING PROGRAM (WHICH INCLUDES COMPUTER SOFTWARE PROGRAM, THE MEDIA AND RELATED DOCUMENTATION IN PRINTED OR ELECTRONIC FORM) IS LICENSED TO YOU ON THE TERMS SET FORTH BELOW, WHICH CONSTITUTES A LEGAL AGREEMENT BETWEEN YOU AND THE CODEMASTER'S SOFTWARE COMPANY LIMITED. ("CODEMASTER'S"). BY OPENING THIS PACKAGE, AND/OR INSTALLING OR OTHERWISE USING THE PROGRAM, YOU AGREE TO BE LEGALLY BOUND BY THE TERMS OF THIS AGREEMENT WITH CODEMASTER'S. IF YOU DO NOT AGREE TO THE TERMS OF THIS AGREEMENT, YOU ARE NOT AUTHORIZED TO USE THE PROGRAM AND YOU SHOULD RETURN THE PROGRAM TO THE VENDOR FROM WHICH YOU OBTAINED THE PROGRAM AND REQUEST A REFUND.

THE PROGRAM is protected by the copyright laws of England, international copyright treaties and conventions and other laws. The Program is licensed, and not sold, and this Agreement confers no title or ownership to the Program or any copy thereof.

1. **Limited Use License.** Codemasters grants you the non-exclusive, non-transferable, limited right and license to use one copy of the Program solely for your personal use on a single computer.
2. **Ownership.** All intellectual property rights in and to the Program (including but not limited to video, audio and other content incorporated therein) and title to any and all copies thereof are owned by Codemasters or its licensors, and you receive no right or interest therein other than the limited license in paragraph 1 hereof.

YOU SHALL NOT:

- * Copy the Program.
- * Sell, rent, lease, license, distribute or otherwise transfer or make available to any other person the Program, in whole or in part, or use the Program or any part thereof in any commercial context, including but not limited in a service bureau, "cyber cafe", computer gaming center or any other commercial location in which multiple users may access the Program. Codemasters may offer a separate Site License Agreement to permit you to make the Program available for commercial use; see the contact information below.
- * Reverse engineer, derive source code, modify, decompile, disassemble, or create derivative works of the Program, in whole or in part.
- * Remove, disable or circumvent any proprietary notices or labels contained on or within the Program.
- * Export or re-export the Program or any copy or adaptation in violation of any applicable U.S. export restrictions or other laws or regulations.

LIMITED WARRANTY. Codemasters warrants to the original consumer purchaser of the Program that the recording medium on which the Program is recorded will be free from defects in material and workmanship for 90 days from the date of purchase. If the recording medium of a product is found defective within 90 days of original purchase, Codemasters agrees to replace, free of charge, such product within such period upon its receipt of the Product, postage paid, with proof of the date of purchase, as long as the Program is still being manufactured by Codemasters. In the event that the Program is no longer available, Codemasters retains the right to substitute a similar program of equal or greater value. This warranty is limited to the recording medium containing the Program as originally provided by Codemasters and is not applicable and shall be void if the defect has arisen through abuse, mistreatment, or neglect. Any implied warranties prescribed by statute are expressly limited to the 90-day period described above.

EXCEPT AS SET FORTH ABOVE, THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED, INCLUDING ANY WARRANTY OF MERCHANTABILITY, SATISFACTORY QUALITY, FITNESS FOR A PARTICULAR PURPOSE OR NON-INFRINGEMENT, AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY KIND SHALL BE BINDING ON OR OBLIGATE CODEMASTER'S.

When returning the Program for warranty replacement please send the original product disks only in protective packaging and include: (1) a photocopy of your dated sales receipt; (2) your name and return address typed or clearly printed; (3) a brief note describing the defect, the problem(s) you encountered and the system on which you are running the Program.

LIMITATION ON DAMAGES. IN NO EVENT WILL CODEMASTER'S BE LIABLE FOR SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE PROGRAM, INCLUDING DAMAGES TO PROPERTY, LOSS OF GOODWILL, COMPUTER FAILURE OR MALFUNCTION AND, TO THE EXTENT PERMITTED BY LAW, DAMAGES FOR PERSONAL INJURIES, EVEN IF CODEMASTER'S HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. CODEMASTER'S LIABILITY SHALL NOT EXCEED THE ACTUAL PRICE PAID FOR THE LICENSE TO USE THIS PROGRAM. SOME STATES/COUNTRIES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS AND/OR THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATIONS AND/OR EXCLUSION OR LIMITATION OF LIABILITY MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY HAVE OTHER RIGHTS WHICH VARY FROM JURISDICTION TO JURISDICTION.

TERMINATION. Without prejudice to any other rights of Codemasters, this Agreement will terminate automatically if you fail to comply with its terms and conditions. In such event, you must destroy all copies of the Program and all of its component parts.

INJUNCTION. Because Codemasters would be irreparably damaged if the terms of this Agreement were not specifically enforced, you agree that Codemasters shall be entitled, without bond, other security or proof of damages, to appropriate equitable remedies with respect to breaches of this Agreement, in addition to such other remedies as Codemasters may otherwise have under applicable laws.

INDEMNITY. You agree to indemnify, defend and hold Codemasters, its partners, affiliates, contractors, officers, directors, employees and agents harmless from all damages, losses and expenses arising directly or indirectly from your acts and omissions to act in using the Program pursuant to the terms of this Agreement.

MISCELLANEOUS. This Agreement represents the complete agreement concerning this license between the parties and supersedes all prior agreements and representations between them. It may be amended only by a writing executed by both parties. If any provision of this Agreement is held to be unenforceable for any reason, such provision shall be reformed only to the extent necessary to make it enforceable and the remaining provisions of this Agreement shall not be affected. This Agreement shall be governed by and construed in accordance with the laws of England and you consent to the exclusive jurisdiction of the courts of England.

If you have any questions concerning this license, you may contact Codemasters at:

The Codemasters Software Company Limited, PO Box 6, Leamington Spa Warwickshire CV47 2ZT United Kingdom. Tel +44 1926 814 132. Fax +44 1926 817 595.



CHECK OUT

WWW.CODEMASTERS.COM/IGI2

**FOR ADD-ONS, GAME UPDATES, SUPPORT,
MULTIPLAYER MISSIONS AND GAME NEWS.**

YOUR INSTALLATION ACCESS CODE

